

Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings of claims in the present patent application:

Listing of Claims:

Claim 1 (Currently Amended). A method in which a plurality of members ~~user~~ interacts within an immersive online community having avatar virtual objects, said method comprising the steps of:

interconnecting multiple computers using telecommunications mechanisms optimized for low band width connections;

compiling a script into a compact byte-code representation optimized for low bandwidth clients that is inserted into the text of a webpage enabling low bandwidth clients to interact with the immersive virtual world;

enabling an interface engine on a client-side corresponding to each client to interpret the byte-code representation;

defining functions for a chat room that corresponds to the webpage with the interface engine on the client-side, wherein the interface engine associated with each client is communicatively coupled to a chat server that is on a server-side;

providing a set of user tools including identity tools that allows users of each client computer to select a set of characteristics to represent avatar objects wherein each of said characteristics is associated with a unique personality specified by the user and represents the user in the online community;

providing a set of interface tools that are configured to support having said avatar objects interact with each other so that said avatar objects receive real-time responses to stimuli initiated by other avatar objects, said set of interface tools comprising the interface engine;

downloading the interface engine that supports low bandwidth connections to each client, wherein the interface engine is configured as a Java applet that is cached within a Java enabled web browser; [[and]]

navigating said avatar objects on each client within the confines of the immersive online community by receiving dynamically generated content;

enabling a peer governance tool that includes,
allowing a member to censor other members with a user created list of
blacklisted words that are used in the chat room; and
enabling an administrator to identify chat conversations that have at least one
blacklisted word or phrase to establish community control measures when the
members communicate with one another in the immersive online community.

Claim 2 (Cancelled).

Claim 3 (Previously Presented). The method of claim 1 wherein the navigation is metaphorically correct representation of a three dimensional world.

Claim 4 (Previously Presented). The method of claim 1 wherein the response to stimuli includes said users sending projectiles between at least one avatar object and another avatar object.

Claim 5 (Previously Presented). The method of claim 1 wherein the response to stimuli further comprises a user interacting with a 3-D metaphor.

Claim 6 (Previously Presented). The method of claim 1 wherein the response to stimuli includes a user playing games with other avatar objects.

Claim 7 (Previously Presented). The method of claim 1 wherein said users create objects using interactive Java tools to interact within the immersive online community.

Claim 8 (Previously Presented). The method of claim 1 wherein a user employs verbal invocations that lead to actions selected from the group consisting of projectile throwing, dancing and game playing.

Claim 9 (Previously Presented). The method of claim 1 wherein a user participates in the economy on the immersive online community via use of an economy tool.

Claim 10 (Original). The method of claim 1 wherein the administrative controls provide governance and logging to user actions with the immersive online community.

Claim 11 (Currently Amended). A computer system contained within a computer network comprising:

- multiple computers connected together using telecommunications mechanisms that support low band width connections;

- a script that is compiled into a compact byte-code representation that is optimized for low bandwidth clients and is inserted into the text of a webpage, enabling low bandwidth clients to interact with an immersive virtual world;

- an interface engine corresponding to each client that interprets the byte-code representation on a client side;

- a chat server that is on a server-side, in which the chat server is communicatively coupled to the interface engine on the client-side;

- a chat room that corresponds to the webpage, wherein the functions of the chat room corresponding to the chat server are defined by the interface engine on the client-side;

- a plurality of users using said multiple computers to communicate with each other by way of a plurality of avatars;

- a set of user tools including identity tools for use by said users to select a set of characteristics to represent an avatar object wherein each of said characteristics is associated with a unique personality specified by a user and represents the user in the online community;

- a set of interface tools for use by said users to cause said avatar objects to interact with one other avatar objects such that said other avatar objects receive real-time responses to stimuli initiated by said avatar objects and to cause said

avatar objects interactively to pass user generated content between said other avatar objects and said user under administrative controls; [[and]]

at least one client configured to employ the set of interface tools, wherein the set of interface tools further comprises the interface engine that is downloaded to each client, wherein the interface engine is configured as a Java applet that is cached within a Java enabled web browser;

a peer governance tool that includes,

allowing a member to censor other members with a user created list of blacklisted words that are used in the chat room; and

an administrator tool configured to identify chat conversations that have at least one blacklisted word or phrase to establish community control measures when the members communicate with one another in the immersive online community.

Claim 12 (Previously Presented). The system of claim 11 which further includes means for the users to control navigation of said avatar objects within the confines of the immersive online community.

Claim 13 (Previously Presented). The system of claim 12 wherein said navigation is metaphorically correct representation of a three dimensional world.

Claim 14 (Previously Presented). The system of claim 11 which further includes Interactive Java tools for use by the users for creating objects to interact within the immersive online community.

Claim 15 (Previously Presented). The system of claim 11 wherein the user employs verbal invocations that leads to actions selected from the group consisting of projectile throwing, dancing and game playing.

Claim 16 (Previously Presented). The system of claim 11 which further includes an interface engine residing within a Java environment, the interface engine updating dynamically using Java standard class libraries.

Claims 17-24 (Cancelled).

Claim 25 (Cancelled). ~~The method of claim 1 further comprising enabling a filtering tool to filters a list of blacklisted words.~~

Claim 26 (Cancelled). ~~The method of claim 25 further comprising generating a log containing the blacklisted words.~~

Claim 27 (Cancelled). ~~The system of claim 11 further comprising a filtering tool that filters a list of blacklisted words.~~

Claim 28 (Cancelled). ~~The system of claim 27 further comprising a log containing the blacklisted words.~~

Claim 29 (Previously Presented). The method of claim 1 wherein the user interacting in the chat room communicates using a graphical chat bubble.

Claim 30 (Previously Presented). The system of claim 11 wherein the user interacting in the chat room communicates using a graphical chat bubble.